Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L52	5	(((mov$3 or drag$4) and (wireframe or (wire adj frame) or mesh)) and ((draw$3 or number) and iteration$1)).CLM.	US-PGPUB	OR	ON	2006/01/20 12:06
L22	59	345/419-420.ccls. and ((draw$3 or number) near7 iteration$1) and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 12:06
L51	18	L49 and ((mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 12:05
L49	191	("345"/$.ccls. or "382"/$.ccls.) and ((draw$3 or number) near7 iteration$1) and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 12:01
L2	49	345/419-420.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 12:01
L48	8	L44 and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:54
L47	4	L45 and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:54
L38	7	715/964.ccls. and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:54
L45	12	(L39 or L40 or L41 or L42 or L43) and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) near5 (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:53
L44	74	(L39 or L40 or L41 or L42 or L43) and ((wireframe or (wire adj frame) or mesh) and texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:53

S47	8	(S41 or S42 or S43 or S44 or S45) and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) near5 (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:10
S46	51	(S41 or S42 or S43 or S44 or S45) and ((wireframe or (wire adj frame) or mesh) and texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:07
L43	634	382/294.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:07
L42	178	382/287.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:07
L41	97	382/215.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:07
L40	200	382/285.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:07
L39	520	382/118.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 11:07
L37	163	715/964.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:57
L32	2	345/583.ccls. and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:57
S18	6	345/581.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:49

L35	8	345/619.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:49
L34	25	345/619.ccls. and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:49
L33	5	345/586.ccls. and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:49
L31	83	345/586.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:43
L30	11	345/581.ccls. and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:43
L29	6	345/581.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:06
L28	4	345/630.ccls. and ((draw$3 or number) near7 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 10:05
L25	178	345/630.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 09:59
S26	0	345/630.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 09:57
L27	25	345/638.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 09:56

L26	64	345/635.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 09:55
L24	32	L22 and textur$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 09:55
L21	2	345/588.ccls. and (texture near9 iteration$)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/20 08:44
L19	1	345/588.ccls. and (draw$3 same iteration$)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/20 08:44
L18	0	345/588.ccls. and (draw$3 near9 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 08:34
L17	2	345/588.ccls. and (number$1 near9 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 08:34
L16	2	345/588.ccls. and (number$1 near4 iteration$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 08:34
L15	0	345/588.ccls. and (texture near9 interation)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/20 08:34
S17	3	345/588.ccls. and (mesh or (wireframe or (wire adj frame)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 08:31
L4	4	345/588.ccls. and (mesh or (wireframe or (wire adj frame)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 08:31

L3	40	345/588.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 08:31
S12	43	345/419-420.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/20 08:04
S116	126	"345"/$.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 16:15
S115	137	345/582.ccls. and (mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 16:15
S114	39	345/582.ccls. and (wireframe or (wire adj frame))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/01/19 16:15
S110	149	matsumoto-kazuyuki.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 16:14
S10	102	"345"/$.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 16:14
S9	94	345/582.ccls. and (mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 16:14
S8	32	345/582.ccls. and (wireframe or (wire adj frame))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 16:14
S112	5	kumakiri-teruo.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 15:55

S111	169	kasai-satoshi.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 15:55
S4	5	kumakiri-teruo.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 15:25
S3	144	kasai-satoshi.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 15:25
S2	136	matsumoto-kazuyuki.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/01/19 15:25
S109	51	S108 and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:36
S108	207	345/582.ccls. and ((map$4 near3 texture) same (side or viewpoint or plane))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:36
S58	43	S57 and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:36
S57	189	345/582.ccls. and ((map$4 near3 texture) same (side or viewpoint or plane))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:36
S106	532	"345"/$.ccls. and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) same (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:35
S51	486	"345"/$.ccls. and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) same (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:35

S48	22	(S41 or S42 or S43 or S44 or S45) and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) same (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:35
S104	14	S103 and S102	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:34
S103	24	(S95 or S96 or S97 or S98 or S99) and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) same (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:34
S102	59	(S95 or S96 or S97 or S98 or S99) and ((wireframe or (wire adj frame) or mesh) and texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:34
S49	12	S48 and S46	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:34
S101	10	(S95 or S96 or S97 or S98 or S99) and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) near5 (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S100	59	(S95 or S96 or S97 or S98 or S99) and ((wireframe or (wire adj frame) or mesh) and texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S99	567	382/294.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S98	172	382/287.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S97	95	382/215.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33

S96	190	382/285.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S95	466	382/118.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S94	1	S93 and ((wireframe or (wire adj frame) or mesh) and texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S93	150	715/964.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S92	150	715/964.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S40	1	S39 and ((wireframe or (wire adj frame) or mesh) and texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S39	140	715/964.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:33
S91	1	345/581.ccls. and (mouse) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31
S90	0	S88 and ((mouse) near3 (mesh or wireframe or (wire adj frame)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31
S89	5	S88 and ((mov$3 or displac$4 or drag$4) near3 (mesh or wireframe or (wire adj frame)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31

S88	50	S84 and S85	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31
S37	1	345/581.ccls. and (mouse) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31
S36	0	S34 and ((mouse) near3 (mesh or wireframe or (wire adj frame)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31
S35	5	S34 and ((mov$3 or displac$4 or drag$4) near3 (mesh or wireframe or (wire adj frame)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31
S31	93	345/619.ccls. and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:31
S85	187	345/619.ccls. and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:30
S84	103	345/619.ccls. and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:30
S82	0	345/635.ccls. and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:30
S34	45	S31 and S33	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:30
S33	172	345/619.ccls. and texture	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:30

S28	0	345/635.ccls. and (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:30
S81	2	345/630.ccls. and (divid$3 near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:29
S80	22	345/638.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:29
S27	2	345/630.ccls. and (divid$3 near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:29
S79	61	345/635.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:28
S25	19	345/638.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:28
S24	56	345/635.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:28
S78	0	345/630.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:19
S77	168	345/630.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:19
S76	73	345/586.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:19

S23	151	345/630.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:19
S22	63	345/586.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:19
S75	15	345/586.ccls. and (divid$3 near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:18
S73	7	345/581.ccls. and (divid$3 near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:17
S21	13	345/586.ccls. and (divid$3 near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:17
S19	6	345/581.ccls. and (divid$3 near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:17
S72	6	345/581.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:16
S71	0	345/586.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:15
S69	4	345/588.ccls. and (mesh or (wireframe or (wire adj frame)))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:15
S68	25	S67 and (wireframe or (wire adj frame))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:15

S64	35	345/582.ccls. and (wireframe or (wire adj frame))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:15
S20	0	345/586.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:15
S67	47	345/419-420.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:13
S66	10	345/582.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:13
S11	10	345/582.ccls. and (mov$3 or drag$4) near3 (wireframe or (wire adj frame) or mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:13
S65	115	345/582.ccls. and (mesh)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:11
S63	727	345/582.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:09
S62	32	(S59 or S60) and fujitsu.as.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:09
S61	5	kumakiri-teruo.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:09
S60	158	kasai-satoshi.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:09

S7	657	345/582.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:09
S6	31	(S2 or S3) and fujitsu.as.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:09
S59	145	matsumoto-kazuyuki.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/07/18 14:08
S56	0	345/581.ccls and ((bound$3) and texture and (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 14:56
S55	0	345/581.ccls and ((bounding adj box) and texture and (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 14:17
S54	27	345/588.ccls. and (viewpoint or view)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 14:16
S53	23	"345"/$.ccls. and ((dragg$4 or mouse) near5 (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:42
S52	165	"345"/$.ccls. and ((moving or move or moved or movement or displac$4 or dragg$4 or mouse) near5 (wireframe or (wire adj frame) or mesh))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:42
S50	1019	"345"/$.ccls. and ((wireframe or (wire adj frame) or mesh) and texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:38
S43	91	382/215.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:08

S45	516	382/294.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:04
S44	167	382/287.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:04
S42	176	382/285.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:04
S41	414	382/118.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 12:04
S32	87	345/632.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 11:03
S29	857	345/619.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/25 11:02
S14	35	345/588.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/24 15:00
S13	35	345/419-420.ccls. and (divid$3 near3 texture)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/01/24 14:59

Terms used **number of iterations object 3D drag**

Found **15** of **169,866**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 15 of 15

Relevance scale

1 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

4 Layout and structuring object oriented software in three dimensions

Glenn Franck, Monica Sardesai, Colin Ware

November 1995 **Proceedings of the 1995 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(134.90 KB) Additional Information: full citation, abstract, references, index terms

This paper describes interactive and algorithmic layout in GraphVisualizer3D, an experimental system for carrying out software engineering tasks via a three-dimensional diagram. In GraphVisualizer3D the software structure is represented as a nested graph so that, for example, the methods and data of a class will be shown as a sub-graph within a 3D box representing the class, and the class itself may be drawn inside another box representing a higher level module. We have developed a layout strate ...

5 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

6 Interactive real-time articulated figure manipulation using multiple kinematic constraints

Cary B. Phillips, Jianmin Zhao, Norman I. Badler

February 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 1990 symposium on Interactive 3D graphics SI3D '90**, Volume 24 Issue 2

Publisher: ACM Press

Full text available: pdf(1.07 MB) Additional Information: full citation, abstract, citings, index terms

In this paper, we describe an interactive system for positioning articulated figures which uses a 3D direct manipulation technique to provide input to an inverse kinematics algorithm running in real time. The system allows the user to manipulate highly articulated figures, such as human figure models, by interactively dragging 3D "reach goals." The user may also define multiple "reach constraints" which are enforced during the manipulation. The 3D direct manipulation interface provides a good me ...

7 Free-form shape design using triangulated surfaces

William Welch, Andrew Witkin

July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(1.41 MB) ps(11.44 MB) Additional Information: full citation, abstract, references, citings, index terms

We present an approach to modeling with truly mutable yet completely controllable free-form surfaces of arbitrary topology. Surfaces may be pinned down at points and along curves, cut up and smoothly welded back together, and faired and reshaped in the large. This style of control is formulated as a constrained shape optimization, with minimization of squared principal curvatures yielding graceful shapes that are free of the parameterization worries accompanying many patch-based approaches. ...

Keywords: Delaunay triangulation, adaptive meshing, fair surface design, functional minimization, polygonal models

8 Hierarchical and variational geometric modeling with wavelets

Steven J. Gortler, Michael F. Cohen

April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics**

Publisher: ACM Press

Full text available: pdf(4.62 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper discusses how wavelet techniques may be applied to a variety of geometric modeling tools. In particular, wavelet decompositions are shown to be useful for hierarchical control point or least squares editing. In addition, direct curve and surface manipulation methods using an underlying geometric variational principle can be solved more efficiently by using a wavelet basis. Because the wavelet basis is hierarchical, iterative solution methods converge rapidly. Also, since the wave ...

9 Geometric surface processing via normal maps

Tolga Tasdizen, Ross Whitaker, Paul Burchard, Stanley Osher
October 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: pdf(203.44 KB) Additional Information: full citation, abstract, references, citings, index terms

We propose that the generalization of signal and image processing to surfaces entails filtering the normals of the surface, rather than filtering the positions of points on a mesh. Using a variational strategy, penalty functions on the surface geometry can be formulated as penalty functions on the surface normals, which are computed using geometry-based shape metrics and minimized using fourth-order gradient descent partial differential equations (PDEs). In this paper, we introduce a two-step ap ...

Keywords: Surface fairing, anisotropic diffusion, geometric surface processing, high-boost filtering, level sets

10 Session P4: compression and simplification: Geometric surface smoothing via anisotropic diffusion of normals

Tolga Tasdizen, Ross Whitaker, Paul Burchard, Stanley Osher
October 2002 **Proceedings of the conference on Visualization '02**

Publisher: IEEE Computer Society

Full text available: pdf(11.09 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces a method for smoothing complex, noisy surfaces, while preserving (and enhancing) sharp, geometric features. It has two main advantages over previous approaches to feature preserving surface smoothing. First is the use of level set surface models, which allows us to process very complex shapes of arbitrary and changing topology. This generality makes it well suited for processing surfaces that are derived directly from measured data. The second advantage is that the proposed ...

Keywords: anisotropic diffusion, geometric surface processing, intrinsic Laplacian of curvature, level sets, surface fairing

11 Volume-preserving free-form solid

Ari Rappoport, Alla Sheffer, Michel Bercovier
December 1995 **Proceedings of the third ACM symposium on Solid modeling and applications**

Publisher: ACM Press

Full text available: pdf(965.46 KB) Additional Information: full citation, references, citings, index terms

12 Nonconvex rigid bodies with stacking

Eran Guendelman, Robert Bridson, Ronald Fedkiw
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: pdf(5.19 MB) Additional Information: full citation, abstract, references, citings, index terms

We consider the simulation of nonconvex rigid bodies focusing on interactions such as collision, contact, friction (kinetic, static, rolling and spinning) and stacking. We advocate representing the geometry with both a triangulated surface and a signed distance function defined on a grid, and this dual representation is shown to have many advantages. We propose a novel approach to time integration merging it with the collision and contact processing algorithms in a fashion that obviates the need ...

Keywords: collision, contact, friction, nonconvex, rigid bodies

13 A Constraint-Based Technique for Haptic Volume Exploration

Milan Ikits, J. Dean Brederson, Charles D. Hansen, Christopher R. Johnson
October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**
Publisher: IEEE Computer Society
Full text available: pdf(396.96 KB) Additional Information: full citation, abstract

We present a haptic rendering technique that uses directional constraints to facilitate enhanced exploration modes for volumetric datasets. The algorithm restricts user motion in certain directions by incrementally moving a proxy point along the axes of a local reference frame. Reaction forces are generated by a spring coupler between the proxy and the data probe, which can be tuned to the capabilities of the haptic interface. Secondary haptic effects including field forces, friction, and textur ...

Keywords: haptic rendering, immersive visualization, human-computer interaction

14 Multiresolution signal processing for meshes

Igor Guskov, Wim Sweldens, Peter Schröder
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(10.67 MB) Additional Information: full citation, references, citings, index terms

Keywords: Laplacian pyramid, irregular connectivity, meshes, multiresolution, subdivision, surface parameterization, wavelets

15 DYNAMIC DATA-DRIVEN INVERSION FOR TERASCALE SIMULATIONS: REAL-TIME IDENTIFICATION OF AIRBORNE CONTAMINANTS

VOLKAN AKCELIK, GEORGE BIROS, ANDREI DRAGANESCU, JUDITH HILL, OMAR GHATTAS, BART VAN BLOEMEN WAANDERS
November 2005 **Proceedings of the 2005 ACM/IEEE conference on Supercomputing SC '05**
Publisher: IEEE Computer Society
Full text available: pdf(666.70 KB) Publisher Site Additional Information: full citation, abstract

In contrast to traditional terascale simulations that have known, fixed data inputs, dynamic data-driven (DDD) applications are characterized by unknown data and informed by dynamic observations. DDD simulations give rise to inverse problems of determining unknown data from sparse observations. The main difficulty is that the optimality system is a boundary value problem in 4D space-time, even though the forward simulation is an initial value problem. We construct special-purpose parallel multig ...

Results 1 - 15 of 15

Terms used **number of iterations object 3D drag vertex**

Found **6** of **169,866**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 6 of 6

Relevance scale

1 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

2 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.07 MB) Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

3 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

4 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell,

Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

5 Free-form shape design using triangulated surfaces

William Welch, Andrew Witkin
July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(1.41 MB) ps(11.44 MB) Additional Information: full citation, abstract, references, citings, index terms

We present an approach to modeling with truly mutable yet completely controllable free-form surfaces of arbitrary topology. Surfaces may be pinned down at points and along curves, cut up and smoothly welded back together, and faired and reshaped in the large. This style of control is formulated as a constrained shape optimization, with minimization of squared principal curvatures yielding graceful shapes that are free of the parameterization worries accompanying many patch-based approaches. ...

Keywords: Delaunay triangulation, adaptive meshing, fair surface design, functional minimization, polygonal models

6 Multiresolution signal processing for meshes

Igor Guskov, Wim Sweldens, Peter Schröder
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(10.67 MB) Additional Information: full citation, references, citings, index terms

Keywords: Laplacian pyramid, irregular connectivity, meshes, multiresolution, subdivision, surface parameterization, wavelets

Results 1 - 6 of 6

Results for "(((draw <and> mesh <and> iteration <and> number))<in>metadata)"
Your search matched **1** of **1302021** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

e-mail printer friendly

» Search Options

View Session History

New Search

Modify Search

(((draw <and> mesh <and> iteration <and> number))<in>metadata)

Check to search only within this results set

Display Format: Citation Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

1. **A study of the condition number of various finite element matrices involved in the numerical solution of Maxwell's equations**
   Stupfel, B.;
   Antennas and Propagation, IEEE Transactions on
   Volume 52, Issue 11, Nov. 2004 Page(s):3048 - 3059
   Digital Object Identifier 10.1109/TAP.2004.835265
   AbstractPlus | References | Full Text: PDF(520 KB) IEEE JNL

Results for "(((draw <and> wire <and> iteration <and> number))<in>metadata)"

e-mail printer friendly

Your search matched **0** documents.

A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

View Session History

New Search

Modify Search

(((draw <and> wire <and> iteration <and> number))<in>metadata)

Check to search only within this results set

Display Format: Citation Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revising your search.

Results for "(((object <and> surface <and> iteration <and> number))<in>metadata)"

e-mail printer friendly

Your search matched **10** of **1302021** documents.

A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

View Session History

New Search

Modify Search

(((object <and> surface <and> iteration <and> number))<in>metadata)

Check to search only within this results set

Display Format: Citation Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Select Article Information

1. **3D growing deformable B-surface model for object detection**
Xujian Chen; Eam Khwang Teoh;
Control, Automation, Robotics and Vision Conference, 2004. ICARCV 2004 8th
Volume 1, 6-9 Dec. 2004 Page(s):357 - 362 Vol. 1
Digital Object Identifier 10.1109/ICARCV.2004.1468851
AbstractPlus | Full Text: PDF(383 KB) IEEE CNF

2. **3-D object recognition using bipartite matching embedded in discrete relaxation**
Kim, W.-Y.; Kak, A.C.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on
Volume 13, Issue 3, March 1991 Page(s):224 - 251
Digital Object Identifier 10.1109/34.75511
AbstractPlus | Full Text: PDF(2800 KB) IEEE JNL

3. **Numerical diffraction coefficients of the irregular edge on a semi-infinite conductive circular-cylinder-a GMT/PO approach**
Xiu Long Bao; Wen Xun Zhang; Ya Ming Bo;
Antennas, Propagation and EM Theory, 2000. Proceedings. ISAPE 2000. 5th International Symposium on
15-18 Aug. 2000 Page(s):500 - 503
Digital Object Identifier 10.1109/ISAPE.2000.894832
AbstractPlus | Full Text: PDF(216 KB) IEEE CNF

4. **Computational theory and neural network model of perceiving shape from shading in monocular depth perception**
Hayakawa, H.; Inui, T.; Kawato, M.;
Neural Networks, 1991., IJCNN-91-Seattle International Joint Conference on
Volume i, 8-14 July 1991 Page(s):649 - 654 vol.1
Digital Object Identifier 10.1109/IJCNN.1991.155256
AbstractPlus | Full Text: PDF(648 KB) IEEE CNF

5. **Inverse scattering of two-dimensional dielectric objects buried in a lossy earth using the distorted Born iterative method**
Tie Jun Cui; Weng Cho Chew; Aydiner, A.A.; Siyuan Chen;
Geoscience and Remote Sensing, IEEE Transactions on
Volume 39, Issue 2, Feb 2001 Page(s):339 - 346
Digital Object Identifier 10.1109/36.905242
AbstractPlus | References | Full Text: PDF(180 KB) IEEE JNL

6. **High-order extended Born approximations for EM scattering by buried dielectric objects**
Tie Jun Cui; Weng Cho Chew; Qin Jiang; Wei Hong;
Antennas and Propagation Society International Symposium, 2003. IEEE
Volume 1, 22-27 June 2003 Page(s):645 - 648 vol.1
Digital Object Identifier 10.1109/APS.2003.1217541
AbstractPlus | Full Text: PDF(227 KB) IEEE CNF

7. **LFFMA and induction well-logging modeling**
Liu, Y.; Chu, Y.; Chew, W.C.;
Antennas and Propagation Society International Symposium, 2005 IEEE
Volume 3A, 3-8 July 2005 Page(s):224 - 227 vol. 3A
Digital Object Identifier 10.1109/APS.2005.1552219

AbstractPlus | Full Text: PDF(744 KB) **IEEE CNF**

8. **Unsupervised classification using polarimetric decomposition and the complex Wishart classifier**
Jong-Sen Lee; Grunes, M.R.; Ainsworth, T.L.; Li-Jen Du; Schuler, D.L.; Cloude, S.R.;
Geoscience and Remote Sensing, IEEE Transactions on
Volume 37, Issue 5, Part 1, Sept. 1999 Page(s):2249 - 2258
Digital Object Identifier 10.1109/36.789621

AbstractPlus | References | Full Text: PDF(1020 KB) **IEEE JNL**

9. **Registering, integrating, and building CAD models from range data**
Yang, R.; Allen, P.K.;
Robotics and Automation, 1998. Proceedings. 1998 IEEE International Conference on
Volume 4, 16-20 May 1998 Page(s):3115 - 3120 vol.4
Digital Object Identifier 10.1109/ROBOT.1998.680904

AbstractPlus | Full Text: PDF(796 KB) **IEEE CNF**

10. **Noise reduction and identification of subsurface radar images using recursive wavelet decomposition**
Sato, T.; Tada, Y.;
Geoscience and Remote Sensing Symposium, 2000. Proceedings. IGARSS 2000. IEEE 2000 International
Volume 2, 24-28 July 2000 Page(s):660 - 662 vol.2
Digital Object Identifier 10.1109/IGARSS.2000.861663

AbstractPlus | Full Text: PDF(340 KB) **IEEE CNF**

Results for "(((object <and> surface <and> iteration <and> count))<in>metadata)"

e-mail printer friendly

Your search matched 0 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

» Search Options

View Session History

New Search

Modify Search

(((object <and> surface <and> iteration <and> count))<in>metadata)

Check to search only within this results set

Display Format: Citation Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revising your search.

Results for "(((object <and> face <and> iteration <and> count))<in>metadata)"
Your search matched **0** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

e-mail printer friendly

» Search Options

View Session History

New Search

Modify Search

(((object <and> face <and> iteration <and> count))<in>metadata)

Check to search only within this results set

Display Format: Citation Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

No results were found.

Please edit your search criteria and try again. Refer to the Help pages if you need assistance revising your search.

Results for "(((object <and> face <and> iteration <and> number))<in>metadata)"
Your search matched **1** of **1302021** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

e-mail printer friendly

» Search Options

View Session History

New Search

Modify Search

(((object <and> face <and> iteration <and> number))<in>metadata)

Check to search only within this results set

Display Format: Citation Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

1. **A study on the interaction between interscheme property extraction and type conflict resolution**
Terracina, G.; Ursino, D.;
Database Engineering and Applications Symposium, 2000 International
18-20 Sept. 2000 Page(s):25 - 33
Digital Object Identifier 10.1109/IDEAS.2000.880559
AbstractPlus | Full Text: PDF(664 KB) **IEEE CNF**

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

draw move drag OR

AND

mesh "wire frame" OR

AND

iteration number AND

AND

Date of publication of application --- e.g.19980401 - 19980405

\-

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

Search | Stored data

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

draw move drag [OR]

AND

mesh "wire frame" [OR]

AND

iteration count [AND]

AND

Date of publication of application --- e.g.19980401 - 19980405

[ ] - [ ]

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

[ ]

Search | Stored data

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

draw move drag [OR]

AND

mesh wire [OR]

AND

iteration count [AND]

AND

Date of publication of application --- e.g.19980401 - 19980405

[ ] - [ ]

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

[ ]

Search | Stored data

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

draw move drag OR

AND

mesh wire OR

AND

iteration number AND

AND

Date of publication of application --- e.g.19980401 - 19980405

\-

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

Search | Stored data

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

object surface AND

AND

iteration number AND

AND

AND

AND

Date of publication of application --- e.g.19980401 - 19980405

-

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

Search | Stored data

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

object face AND

AND

iteration count AND

AND

AND

AND

Date of publication of application --- e.g.19980401 - 19980405

-

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

Search Stored data

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

object face AND

AND

iteration number AND

AND

AND

AND

Date of publication of application --- e.g.19980401 - 19980405

-

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

Search | Stored data

RESULT LIST
0 results found in the Worldwide database for:
object AND face AND number AND iteration in the title or abstract
(Results are sorted by date of upload in database)

RESULT LIST
0 results found in the Worldwide database for:
object AND face AND count AND iteration in the title or abstract
(Results are sorted by date of upload in database)

RESULT LIST
0 results found in the Worldwide database for:
object AND surface AND count AND iteration in the title or abstract
(Results are sorted by date of upload in database)

RESULT LIST
2 results found in the Worldwide database for:
object AND surface AND number AND iteration in the title or abstract
(Results are sorted by date of upload in database)

1 **METHOD AND DEVICE FOR LITHOGRAPHY BY EXTREME ULTRAVIOLET RADIATION**

Inventor: CORMONT PHILIPPE (FR); THRO PIERRE-YVES (FR); (+1)
Applicant: COMMISSARIAT ENERGIE ATOMIQUE (FR); CORMONT PHILIPPE (FR); (+2)
EC: G03F7/20T12; G03F7/20T22; (+1)
IPC: ***G03F7/20; H05G2/00***; **G03F7/20** (+2)
Publication info: **WO2005029191** - 2005-03-31

2 **System and method for generation of a three-dimensional solid model**

Inventor: REED MICHAEL K (US); ALLEN PETER K (US)
Applicant: UNIV COLUMBIA (US)
EC: G06T17/00
IPC: ***G06T17/00***; **G06T17/00**; (IPC1-7): G06K9/00
Publication info: **US6249600** - 2001-06-19

RESULT LIST
0 results found in the Worldwide database for:
draw AND wire AND number AND iteration in the title or abstract
(Results are sorted by date of upload in database)

Data supplied from the ***esp@cenet*** database - Worldwide

RESULT LIST
0 results found in the Worldwide database for:
draw AND mesh AND number AND iteration in the title or abstract
(Results are sorted by date of upload in database)

Data supplied from the ***esp@cenet*** database - Worldwide